

First Star Software Presents



Starring
Peter the Painter

by Award Winner *Fernando Feneve*

System Requirements

Atari® 400, 800, XL Home Computers™

32K RAM DISK/TAPE

16K RAM CARTRIDGE

JOYSTICK(s)—1 to 4

Atari 5200 Game System™

JOYSTICK(s) 1 to 2

Commodore 64®—Computer

DISK/CASSETTE/CARTRIDGE

JOYSTICK(s) 1 to 2

Loading

First turn off all peripherals.

Disk—Remove all cartridges. Computer should be off. Turn on the disk drive. When the busy light is out, insert disk with the label side up. Close drive door. Turn on computer.

Atari: After the logo appears the game will continue to load and run automatically.

Commodore 64: Type LOAD "★", 8 [RETURN]

Cassette—Remove all cartridges. Computer should be off. Place tape into the cassette recorder. Press *REWIND* to make sure tape is completely rewound. Press PLAY on the recorder. Side two contains a back-up copy of the game.

Atari: While holding down the START key, turn the computer on. After a signal (beep), press RETURN. The tape will start to turn and load the program. After several minutes the game will be loaded and will run automatically.

Commodore 64: Type LOAD "★" [RETURN]

Players Options

When the program has finished loading, the OPTION SCREEN appears, accompanied by the "March" from the Nutcracker Suite. Players can now select either male or female characters with different names. Each player has a color code. Player 1 = blue, Player 2 = green, Player 3 = yellow, and Player 4 = purple. Press SELECT to choose the number of players. Press OPTION to choose the number of joysticks. To Select the names of the painters move the joystick lever right or left. To select skill(s) 1 through 6, press the trigger button on the joystick.

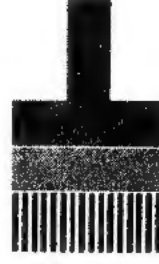
Note: If the number of joysticks is less than the number of players, only joystick 1 (at the far left port) can choose the name(s) and skill(s) for all players. In this case, move the joystick lever up and down to place an asterisk (★) in front of the painter you want to change. Then select the name and/or skill as mentioned above.

Painters

There are 8 different painters:

PETER THE PAINTER	PATRICK
PAM	PRISCILLA
PAUL	PERRY
PATTY	PEGGY

Note: Two players cannot have the same name. One player can play up to 4 painters with the use of 1 joystick.



Cartridges—Place cartridge into the cartridge port and turn the computer on—the game will run automatically.

Function Keys

THE HOME COMPUTER SYSTEMS

Atari Commodore 64 Function

START	F1	PLAY/START/ABORT
SELECT	F3	PLAYER(S) 1 TO 4
OPTION	F5	JOYSTICKS

SPACE BAR = PAUSE (press gain to resume play).

Note: Create a slow motion effect by holding down the space bar. Although this is not part of the game play, you might want to experiment with this unique feature.

Atari:

SYSTEM RESET = Press at any time to go back to option screen.

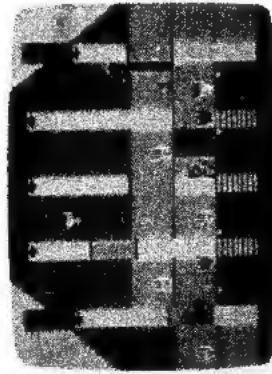
Game Objective

The object is to paint all the rooms in a building without losing your paint brushes and before time runs out. Your goal is to paint all 8 buildings in each of the 6 different skills. Try to get all the prizes and paint the buildings as fast as possible to get a high score. After you finish each building, a word or group of words will appear. Write them down; at the end of a skill (eight buildings) you will have a completed message. Discovering all six hidden messages (one from each skill) is the ultimate challenge.

Game Elements Elevators

The elevators are used to gain access to the different floors. They stop on each floor, regardless of the direction they are traveling. Always make sure an elevator is completely stopped at a floor before entering. Otherwise, your painter will be knocked down to the basement. Whenever a painter is knocked down the Overture from The Nutcracker Suite will play. You can jump down elevator shafts to get to the first floor or the basement in a hurry (skills 1, 2, & 3). In skills 4 to 6 you will loose a brush if you jump or fall down an elevator shaft.

Through timing and strategy, you can use the elevators to escape from the Dumb Buckets™, the Flying Half-Pints™ and even the relentless pursuit of the Bucket Chucker™. You can share an elevator with Brenda the Brat™, without any consequence to you.



Ladders

The 3 ladders are located in the basement. They lead to the first floor and stop at the bottom of the elevator shafts. When you climb up a ladder into an elevator shaft, you must move quickly to the right or left to avoid being hit by an elevator. With practice, you will be able to run up a ladder, into an elevator and ride to the floor of your choice.

Paint Brushes

Each player starts with ten paint brushes. A player will receive 2 extra brushes for each building completed. For each mistake a brush is lost. Whenever this happens the "Russian Dance" from the Nutcracker Suite will play and the painter will fall down an elevator shaft into the basement. You lose a brush if you are hit by Dumb Buckets™, Flying Half Pints™, the Bucket Chucker™, or bump into a steam pipe or chimney.

Time Clock

Each building is timed. The larger the job, the more time you have, but don't dilly dally! In the first building you are allowed 60 seconds. Thereafter, it will increase 30 seconds per building. In skills 2 to 6 you have the same amount of time per building as the previous skill level minus 6 seconds. Time is displayed as a numeric value in the lower right corner. For the last 15 seconds of game play the floors will start to flash. This is to alert you that time is running out. (See Scoring, End of Level).

Paint Rollers

Paint rollers are worth bonus points. Quickly paint the room(s) occupied by them. If a dumb bucket gets a paint roller first, you lose the chance to gain extra points (see Scoring).

Flying Half-Pints™

The first group of buckets you will encounter are the

Brenda the Brat™

Brenda the Brat, the superintendent's daughter, is a prankster. She loves to put her handprints on the freshly painted walls. Of course, the player must then repaint these walls. You lose 40 points everytime she puts her handprint on a wall. Brenda, begins at skill 1, building #3 and then every other building thereafter. You will hear the "Chinese Dance" from the Nutcracker Suite whenever she puts her handprint on a wall.

You can stop Brenda's mischief temporarily by giving Brenda a candy cane. First you must touch a candy cane. Then you will begin to flash. While flashing you cannot paint. You must pass the candy cane to Brenda, by touching her before you can paint again. To do this you must enter a room or elevator at the same time as Brenda, while you're still flashing. This will distract her for 15 seconds and she will not put handprints on the walls during that time.

Bucket Chucker™

The Bucket Chucker is the leader of the buckets. He is very intelligent. He will pursue you relentlessly back and forth, up and down, from room to room. The Bucket Chucker begins at skill 1, building #4 and then every other building thereafter. The Bucket Chucker can never be destroyed, but you may trap him temporarily in the paint mixer or in the basement, between the 3 ladders.

To get the Bucket Chucker onto a paint mixer (the square within a square), first turn on the mixing machine by touching it. The paint mixer will remain on for 4 seconds. If the Bucket Chucker touches the paint mixer while it is on, he will get stuck and begin to shake for a full 4 seconds. If you touch any paint mixer (while the Bucket Chucker is still stuck) you will increase the mixing time by an additional 4 seconds. This can be repeated over and over.

Flying Half-Pints. These small buckets fly across the screen from side to side. They will never enter the basement. The painter must avoid the Half-Pints by ducking under them (pull the joystick lever back) or jumping over them (push the lever forward). The Half-Pints appear on every level, but more of them fly across the screen with each new building. They will always flash briefly before flying across, to warn you they are coming.

Dumb Buckets™

The Dumb Buckets always move in a similar pattern across a building from left to right. They first appear in building #2 and continue thereafter. They start from the left side of the screen. Their movements are very predictable. If a Dumb Bucket enters the second floor, the next one will enter the first floor, next the basement level, then the top floor, and so on. They will run over to the right hand side of the room they are in and wait for the next elevator to arrive. The Dumb Bucket will ride one floor on the elevator (in whichever direction the elevator is heading) and get off. Then, it will run over to the right hand side of the next room and wait for the elevator. Dumb Buckets will not enter Safe Rooms.

Safe Rooms

Safe Rooms look like any other room. Your painter is safe, because Dumb Buckets will never enter a Safe Room. However, Flying Half-Pints, The Bucket Chucker and Brenda the Brat can enter a Safe Room. There is always a minimum of 2 Safe Rooms in every building. Try to memorize their locations. They offer temporary relief and a chance to plan your next strategic move.

In order to get the Bucket Chucker stuck in the basement, you must first lure him into the basement between the 3 ladders. Now quickly go up a ladder onto the first floor, avoiding the elevator, and go right or left. Now the Bucket Chucker is stuck...until you lose your next brush.

Steam Pipes

A steam pipe extends up from the middle of the floor in certain rooms. These obstacles begin to appear in skill 1 building #5. The player will trip over them and lose a brush, unless he jumps over the steam pipe first. (See Strategy/Tips, Jumping).

Refill Brushes

When painting building #6 (in each skill) a player's brush will go dry after 8 rooms have been painted. In building #7 your brush will go dry after 7 rooms. In building #8 your brush goes dry after 6 rooms. To refill your paint brush, simply touch one of the large paint brushes displayed in some of the rooms in the building. This will enable you to paint again.



Levels & Skills

Bristles has a total of 48 levels. The levels are divided into 6 skills containing eight buildings. See the chart below for a description of the different skills. Remember you can choose any skill, if desired, but you must go to the option screen first.

Skill 1—Painters use visible paint. You can bump into elevators and jump into a shaft without losing a brush.
Skill 2—Painters use clear varnish (invisible paint) You can bump into elevators and jump into a shaft without losing a brush.

Skill 3—All lights are out. Painters must paint all eight buildings in the dark (see Strategy/Tips). You can bump into elevators and jump into a shaft without losing a brush.

Skill 4—Painters use visible paint. You *will* lose a brush if you bump into an elevator or jump down a shaft.

Skill 5—Painters use clear varnish (invisible paint). You *will* lose a brush if you bump into an elevator or jump down a shaft.

Skill 6—All lights are out. Painters must paint all eight buildings in the dark (see Strategy/Tips). You *will* lose a brush if you bump into an elevator or jump down a shaft.

Scoring

Rooms: Each room painted is worth 50 points. It takes 5 brush strokes, worth 10 points each, to paint a room.

Roller: A bonus of 300 points is awarded if you reach the Prize Paint Rollers before a Dumb Bucket removes it.

Strategy/Tips

Practice: The first building has no Dumb Buckets and no Bucket Chucker. This is a good place to practice painting, riding the elevators, ducking under and hopping over the Half-Pints, jumping across the elevator shafts, and going up and down ladders.

Be careful when you paint the rooms on the far left. The Dumb Buckets enter on that side, without warning. Also, paint the rooms on the far right with caution. You might get trapped!

Everything that happens has an exact pattern that repeats and can be memorized. The game does not speed up as the levels advance.

Elevators: If you are waiting in the basement and a bucket enters on the extreme left, you cannot enter the elevator or the bucket will get you. Try the following: To catch that elevator, go up the ladder near you, jump across the elevator shaft into the room on the extreme left. Wait for the elevator to come to that floor and when the bucket runs out, you enter.

Press the joystick in the direction you want to go before the elevator stops at the floor you want. When the elevator stops at that floor, you will go directly to the middle of the room. Then reverse back immediately. In this way you can leave the elevator, paint a room or grab an object, get back into the same elevator and continue riding it. You have 1/2 second before the elevator leaves. If the object you wish to get is on the right of the elevator, only 1/2 of your body needs to leave the elevator.

Sound Effects: It is very important to listen to the music and sound effects. In skill levels 2 and 5 you are painting with clear varnish. Also, in skill levels 3 and 6 you are painting with the lights out. This makes it difficult to see where you have already painted. Each time

End of Level: The time remaining on the clock at the finish of a level is awarded as bonus points. Example—if the timer reads 001290 when you finish, you receive an additional 1290 points.

Brenda: Brenda will subtract 40 points from your score everytime she puts her handprint on a freshly painted wall.

Brush Counter: In the basement near the ladders you will see a paint brush with a 2 digit number next to it. This number represents the amount of brushes that a player has remaining.

Score Chart: The extreme bottom of the play screen is as follows:

L:00 000000 T:000000

The L: is the level you're playing. The 6 digits are for the High Score. The T: is for Time remaining and bonus points (see End of Level above).

The next row up is the score for each player:

000000 000000 ■ 000000 000000

Whichever score has a paint brush next to it will be flashing. This indicates which player is up. In the above example, player #3 is up.

There are a total of 4 different indicators identifying which player is up.

- 1—Paint brush next to the score
- 2—Brush counter (basement near ladders) will flash
- 3—Score flashes
- 4—Color of the player up.



you paint a room a sound effect unique to that activity is heard. Listen carefully for this sound effect. It is your only guide to tell you where you have painted.

Musical Themes: There are different musical themes for various activities. For example: Brenda putting her handprints on the walls is always accompanied by the "Chinese Dance" from the Nutcracker Suite.

Jumping: The length of your character's jump is the distance from the middle of one room to the middle of another. This is important when you are jumping over the steam pipes. Position yourself next to a steam pipe and jump over it (press joystick trigger and push stick right or left)—you will end up in the same position, one room over.

You can jump into elevators from the basement. Position yourself under one of the three middle elevator shafts and wait for the elevator to come to the bottom—*now jump up*.

Walking: Painters can walk across the first floor and not fear falling down the stairs into the basement, but they will fall down the elevator shafts at either end of a building.

Roof: The roof can be used in an emergency to avoid buckets or to better position yourself. Do not touch the chimneys. They will "burn" you and cause you to lose a brush.

Dumb Buckets: Dumb Buckets will not enter a room occupied by another Dumb Bucket. Therefore, it is safe for a player being chased by a Dumb Bucket to enter a room already occupied by another Dumb Bucket. Remember that Dumb Buckets can only travel from left to right. They will not reverse themselves, even if you enter a room they presently occupy.

Flying Half-Pints: These small flying cans cross the screen in predictable patterns and at a precise time. They fly across the rooms near the ceilings and floors. Hop over or duck under them at the very last second.

Brenda: Try to get the candy cane when Brenda is near you. This will save you time trying to catch her. Wait until she starts to put her handprints on the walls before you touch a candy cane. Then give her the candy cane. While she is occupied, repaint the wall(s) she has previously touched. In this way she will not put her handprint(s) where you just repainted. In a multi-player game, if a room where a candy cane was located remains only partially painted, you will get an extra candy cane.

You can direct where Brenda will travel by the direction you are facing when she leaves an elevator. For example: Try painting the building from top to bottom starting on the righthand side. Face your painter towards the left as much as possible. This will cause Brenda to stay in the rooms on the extreme left and she will not leave handprints on the walls.

Clear Varnish: Clear varnish is transparent, making it difficult to see where you have painted. In skills 2 and 5, if there are two or more players, you must remember where you have put a coat of clear varnish while the other players take their turns.

Lights Out: In skills 3 and 6 the building must be painted in the dark. Look at the background color surrounding the objects. They will change if the room is painted. Also, Brenda's handprints will tell you that a room has been painted.

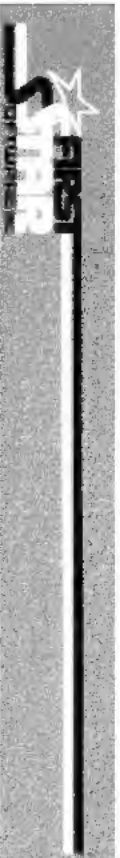
Good Luck!

Credits

Robert Diaz, programming assistant to Fernando Herrera.

The Nutcracker Suite by Petr Ilich Tchaikowsky. Music translation and arrangement by Jerry White.

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"When being first counts...we're number one!"